

TIFFANY STAR

An Official
HIWG Publication

Mar-Apr 1988
Issue 2

STAFF: Mike Mikesh and Ed Edwards.

TIFFANY STAR is a bi-monthly amateur periodical published in support of the History of the Imperium Working Group (HIWG). The activities of HIWG are devoted to the development of the setting for Game Designers' Workshop's (GDW) science fiction role playing game of the far future, TRAVELLER. TRAVELLER is the registered trademark of GDW and is used with permission only. Portions of this periodical are derived from other TRAVELLER materials published by GDW or Digest Group Publications and are the copyright of the

respective groups.

TIFFANY STAR is available to History of the Imperium Working Group members at the single issue price of \$2.00. Members automatically receive subscriptions upon the payment of dues. Annual dues for HIWG membership are \$12.00 and are payable to Ed Edwards, HIWG, 1410 E. Boyd, Norman OK 73071. Stamps accepted.

Articles and illustrations are welcome and encouraged. Send mail to Mike Mikesh, TIFFANY STAR, 3124 75th Ave #3, Landover MD 20785.

CONTENTS

Thunder From Above (Marc Miller)	1
What in the Stars (Mike Mikesh)	1
Chairsophant Letter (Ed Edwards)	1
Legalisms (Marc Miller)	2
Vland Domain (Ed Edwards)	3
Who Killer Varian (Marc Miller)	4
HIWG Feedback	5
Stable Size of Stellar Empires (Ed Edwards)	6
Tom Peters Art	X1
Know Your Enemy (Phil Morrissey, courtesy Craig Sheeley)	X2
Letter on Margaret (Jeff Suycaffer)	7
Phoenix: 1128 (James Robertson)	7
The Zhodani and the Rebellion (Gregg Biles)	8
(Sourcebook art, courtesy Marc Miller)	10

THUNDER FROM ABOVE

3/2/88

Dear Mike,

Thanks for the copy of Tiffany Star. I appreciate that the initial information will necessarily come from me, and that Rebellion Sourcebook is needed to set the stage, so to speak. Then, I think, we'll get moving.

Turning Points: Joe is right that we are seriously looking at making modules that allow player participation in the resolution of turning points. The idea is a 48-page module with a bound-in feedback card. The adventure itself deals with a potential major encounter that would establish a trend or whatever in the course of the rebellion. For example, a major clash between Margaret and Lucan: space battle, changes in loyalty, marriage and alliance. There would be many choices. Players/refs would pick out their course of action within a set framework and background we would provide. At some point (Dec 1989?), all cards received would be analyzed, and we here would pick the best/most appropriate, etc.

I solicit suggestions from HIWG.

...

More later...

Marc

WHAT IN THE STARS

by Mike Mikesh

The Working Group should give Marc's request for suggestions the highest priority. It looks as though these Turning Point adventures will be the spine of the whole Rebellion time line.

As a general approach, we probably want to focus on finding basic ideas for good Rebellion adventures rather than determining the turning points right away. GDW needs interesting products that will sell well. The Rebellion is pliable and can be molded to suit.

I've inserted into this issue an experimental 6th leaf, pages X1 and X2 (art only). If any newsletters are returned marked insufficient postage, reprints will exclude it. If it succeeds, I will consider permanently expanding the newsletter, if our budget will allow. It might not as postage is going to 25 cents.

Latest word is that REBELLION SOURCEBOOK will be out in May. Joe Fugate has seen the manuscript and is extremely impressed. This book will define the setting rather than declare ultimate results.

HIWG CHAIRSOPHANT LETTER

Dear Fellow Traveller:

The History of the Imperium Working Group (HIWG) is off to a (pun intended) FANTASTIC start! The growth of HIWG has lead to many benefits and several problems. Some benefits are the interplay of unique ideas about the Imperium (1116), the Imperia (1125), and the Rebellion; the chance to contribute to further growth of the Imperium backgroup for TRAVELLER; and the nifty fanzine TIFFANY STAR (TS). But, by nature, I am a problem finding/solving person (used to be a Mathematics teacher) so I'll deal with the problem the rest of this article and let someone else toot the HIWG horn.

The problem is actually one any TRAVELLER fanzine might enjoy; too much material. The projected size of TIFFANY STAR (60 pages a year) now appears too small to carry all the HIWG traffic required. Enough good material exists for a third issue of TS and enough bad material (written by me, of course) exists for issues 4

Continued on page 6

WHY IS THE IMPERIUM COLLAPSING?

This is a rough draft of an essay Marc Miller is writing. There was no remark as to where it will ultimately appear. But in the meantime, we have this early copy for our use in HING. - MM

LEGALISMS

by Marc Miller

The Imperium has built its power over the centuries by making itself the best possible choice for anyone within its jurisdiction. Imperial citizens receive benefits that are impossible to attain elsewhere. Imperial corporations pursue profitable enterprises within a peaceful empire. Imperial nobles wield power over the largest human empire the ever existed.

There can hardly be unanimous agreement across hundreds of parsecs and among trillions of citizens. Too many diverse interests and too many individuals making choices exist for everyone to agree. But the Imperium has established itself as the dominant government of human space by providing a reasonable environment for active trade, peaceful settlement, and technological progress. Clearly the majority have elected to support, whether actively or passively, the imperial government, if only because there is no clear choice of an alternative.

The pinnacle of Imperial power is the Emperor. All nobles within the Imperium ultimately own their allegiance and their loyalty to that one person. The nobles support the Emperor because he is the source of their fortunes, their security, their power, their glory, their very livelihoods. Many nobles came by their titles hereditarily; more were granted them specifically by the emperor. Some titles were awarded for merit. A common practice is to give vocal dissidents noble rank and to co-opt them into working within the system. The Imperium opens its arms and its upper ranks to include a broad spectrum of philosophies and ideologies within its borders.

As a result, every noble has one clear choice when he or she is called upon to choose: that choice is the status quo. Everyone gains when the existing power structure is supported: the noble, the people, the government, business interests, everyone.

The structure of the Imperium is designed to provide clear choices. When called upon to choose, the nobles support the Emperor. When the Emperor dies, the successor is determined by heredity. Clear choices give clear answers.

But what happens if there is no clear choice?

Under the veneer of clear choices, the components of the Imperium harbor a maze of conflicting priorities and allegiances. Divergent ideologies, loyalties, racial conflicts, technological prejudices, and millions of preferences all lie beneath the surface layer of one clear choice. Within the framework of the Imperium, all of those preferences are slowly worked out by compromise and negotiation. But when the one clear choice is eliminated, each individual follows his or her or its own conscience.

The result is anarchy.

If Dulinor had killed only Strephon, the one clear choice would be the Grand Princess Ciencia Iphegenia. A simple succession ceremony would have established the new Empress. A vendetta against Dulinor would have begun, with the renegade Archduke ultimately hunted down and executed. The Imperium itself would have continued as before.

If Dulinor had succeeded in his plan, the one clear choice would have been Dulinor. A more elaborate succession ceremony would have elevated him to the throne governing eleven thousand worlds. The reigns of

power would have changed, but again the empire would have continued as before.

Instead, circumstances intervened. The plan to eliminate the two Imperial nephews — Varian and Lucan — failed. Unforeseen resistance in the Imperial Palace forced Dulinor to flee the capital before his succession was fully implemented. The circumstances of Varian's death pointed to Lucan rather than Dulinor. Suddenly, there was no longer the one clear choice that holds the Imperium together.

And in the face of no clear choice, every noble in the realm was thrown upon his own conscience to decide what was best for the Imperium, for himself, and for his own causes. Unless and until one clear choice emerged, every noble would continue to make choices that reflect a greater and greater divergence of preference and loyalty.

Solomani nobles, originally created to garner their participation within the framework of Imperial government, found their loyalty to the Solomani cause re-emerging as their one clear choice. Nobles from non-human races found, as the Imperium that protected their minority status collapsed, that their one clear choice was a path of independence or neutrality. Nobles in the sectors dominated by Dulinor were confronted with a choice of resisting Dulinor's power structure and surrendering their own power, or of acquiescing and supporting the Archduke. Although decisions were made both ways, the majority found their one clear choice was bending with the wind.

Lucan, rumored to have killed his twin brother in order to himself ascend the throne, seized power quickly enough to assure the loyalty and the support of the Imperial Guard and then much of the armed forces of Capital. At the seat of power of the Imperium, nobles found their own one clear choice was to support the man who held the reigns of power.

As Lucan gave orders to seek out and destroy Dulinor, the might of the Imperium was shifted into a campaign to crush the rebellion. Because of Dulinor's resources and advanced planning, the crushing blows were thwarted or parried. Lucan was forced to divert Imperial fleets from the frontiers in order to continue the battle. When he transferred the Corridor Fleet, it stripped the sector of its defenses against the Vargr beyond the border. When he transferred the Lishun Fleet, he effectively reduced the total Imperial defense against the Vargr by half.

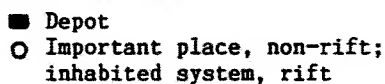
Vland sector, home of the ancient capital of the First Imperium, faced the possibility that its own fleet would be transferred, making it vulnerable to Vargr invasions. The sector found its own clear choice and seceded from Imperial authority to create (or re-create) the glory of the First Imperium.


The Archduke of Antares originally believed that he was the Moot's one clear choice to succeed the slain Emperor. Subsequent events convinced him that the Moot would never select a non-human as Emperor. At the same time, Lucan stripped Lishun sector of its fleet, leaving Antares' border vulnerable to outside threats. Archduke Brzk found his one clear choice was to declare independence for his sector, joining it with the stable Julian Protectorate just across the border. The nobles of the sector, familiar with Brzk as a superior, found their own one clear choice was to follow his lead.

Daibei sector found itself caught between the advances of the Solomani, the threat of Dulinor, and the possibility that Lucan would withdraw its fleet. In pursuit of security for the sector, the majority of Daibei's nobles elected armed neutrality. Their one clear choice, like so many others, found them rejecting the Imperium.

And on the farthest borders of the Imperium, the Spinward Marches sought its own one clear choice. Its

Continued on page 4



 Domain Capital

WHO KILLED VARIAN?

by Marc Miller

Marc has confirmed that this piece will be in the REBELLION SOURCEBOOK. In that final draft, Marc adds a girlfriend of Varian who also gets killed. But this is essentially it. Treat this as a mystery. Who killed Varian, and what makes you think so? Let us know what you think. - MM

The Twin Princes Varian and Lucan are Emperor Strephon's nephews. Their mother Lydia was Strephon's younger sister. The twins, born five minutes apart in 1094, have lived in the Imperial palace since their parents' death in 1106.

The twins' status as princes was always considered a pleasant convenience; neither expected to ever ascend the throne. The Alkhalikoi line proceeded through the Grand Princess, bypassing the twins and their branch of the family. Only in the events that Strephon, Iolanthe, and Iphegenia all died would the twins be in line for the throne.

Dulinor's plan to assassinate Strephon necessarily included steps to eliminate any other potential heirs to the throne within the Alkhalikoi line. Dulinor himself would kill Strephon, the Empress Iolanthe, and the Grand Princess Ciencia Iphegenia in an audience at the throne room. Dulinor's naval aide would locate and kill Lucan and Varian wherever they were in the palace. Dulinor's seneschal was prepared to find and kill the Empress and the Grand Princess if they did not attend the audience.

Some facts are known. Four people were in the Twin Princes' apartments just before the assassinations: Varian, Lucan, an armed bodyguard (a standard assignment), and Sublieutenant Trace Windhook (an Imperial Navy officer helping plan for an upcoming excursion). The apartments themselves consisted of a large central room with several adjoining private rooms. A sunken center area, plush furniture, and numerous doorways made the whole complex ideal for lavish parties.

Dulinor's naval aide, Sublieutenant Volante Imprey located Lucan and Varian in the complex, and at the appointed time called on them. Security cameras recorded him entering at precisely 1517, the time Strephon was being assassinated.

The security cameras inside the Twin Princes' apartments, like most in living areas for the Imperial family, do not feed to a central recording and monitoring station. Instead, they have an image cassette that must be physically removed to be scanned (the cameras do feed alarm and exception signals to monitoring guard stations). The cameras and their cassettes inside the Twin Princes' apartments were destroyed in the ensuing violence.

The two princes were known to be arguing loudly just prior to the assassination. A guard passing in the corridor heard the exchange when the door to the complex was opened momentarily. The twins were known to periodically have loud, heated arguments.

What happened in those minutes after the naval aide entered the apartments has been a matter for widespread conjecture. Lucan has made a public statement. Varian, the bodyguard, and Imprey are dead. Windhook has not been apprehended.

Lucan's Story

Prepared Statement released 133-1116

When Imprey burst into the Twin Princes' apartments, he tripped on a loose rug. His pistol discharged as he fell, killing a guard in the room. Both Lucan and Varian dove for cover immediately. Windhook began grappling with Lucan, and at first, Lucan thought it was a gallant naval officer trying to protect him. When

Windhook's hands wrapped around his throat, he realized there were two assassins in the room. Lucan struggled and knocked Windhook out. During that time, Imprey recovered and fired a few more wild shots, then began stalking the princes. While he searched the room's alcoves and recesses, Lucan hid quietly beneath the bed. As soon as he had a chance, he dashed for the dead guard and snatched up the SMG. Calling to Varian to "Run for it!" he waited until he heard a door slam (that later turned out to be Windhook leaving), then stood up and sprayed the assassin with 9mm slugs. Then he dashed out of the room.

By this time, the alarms were sounding all over the palace. Strephon was dead; Dulinor was on the video screens claiming the throne. Marine Guards took charge of the situation, hustling Lucan off to safety immediately.

The Twin Princes' apartments were cleared by Marine Guards later. They found three bodies: the naval aide (killed by a 9mm slug to the head), the guard (dead from a 7mm slug), and Varian (dead from a 7mm slug). The assassin had gotten Varian before Lucan could save him. Windhook is still missing.

Windhook's Story

Windhook and Imprey knew each other and exchanged pleasantries. When the naval aide burst into the Twin Princes' apartments, he started firing immediately, forcing everyone — Lucan, Varian, and a guard in the room — to dive for cover. The guard responded with a hail of slugs, one of which killed Imprey. As the four stood over the dead body, wondering about why this had happened, the video screens flashed coverage of Dulinor's assassination of Strephon then in progress. Lucan realized the potential of the situation immediately. He quietly picked up the assassin's pistol and calmly shot the SMG-armed guard first, and then Varian, and lastly took a shot at Windhook. Naturally enough, Windhook fled.

Catching the coverage of Strephon's assassination as he ran down the halls, Windhook knew immediately that his life was effectively forfeit. He made his way to the Administrative Offices, already in an uproar, and stood around looking important. Eventually (after maybe ten minutes), a naval Commander grabbed his shoulder and told him to personally carry orders to the Aircraft Operations Center sealing the palace off. Windhook took two marines with him, commandeered an air/raft, spent a moment acting like he was sealing off the palace, then flew down to the Naval Central Command Complex. From there, he made his way to the starport, made use of a computer terminal to write himself some orders, and boarded an Imperiallines type TJ cruiser bound for the Imperial border, hoping to live long enough to reach it.

Which story is true? Only one man alive knows, and many disbelieve his story.

(LEGALISMS - from p2)

clear leader, Norris, the newly appointed Archduke of Deneb, plainly declared his own loyalty to the Imperium while avoiding a declaration of which leader of the Imperium owned that loyalty. Yet even in the face of an unswerving loyalty to the Imperium, the interests of the Archduke, his followers, and his domain began to diverge from the interests of the Imperium from the first day of the Rebellion.

Business, political leaders, and ordinary citizens are influenced by the same factors that influence the nobles of the Imperium. Business, in pursuit of profit and stability, clearly chooses the stability of the Imperium. The collapse of the Imperium, however, forces business to follow the lead of the nobles. Whatever political stability follows from the nobles' choices is at least better than active opposition to the new status quo. Similar considerations apply to political leaders and to ordinary citizens.

FEEDBACK

We have to start finding a consensus among Traveller fans so as to help guide the Working Group. Below are several thoughts about the Rebellion. Regardless of whether or not you're a HIWG member, send in your pick for what you support or would like to see. If you have no liking for any of the answers, write in your own. In fact, feel free to answer any or all of these with extensive essays. Send to Ed Edwards, 1410 E Boyd, Norman OK 73071. - MM

1. LUCAN ...

- A) is basically okay, but misunderstood. He is plagued by circumstances that are not really his fault.
- B) started off on the wrong foot and made some very poor decisions early in his reign. He may have even murdered his brother. But he's tolerable and should be supported.
- C) is rotten to the core and must be removed at all costs.

2. DULINOR ...

- A) had legitimate political motives for killing Strephon with the best interests of the Imperium at heart.
- B) is the dupe of a dark conspiracy and was manipulated into killing Strephon.
- C) seeks to bring power and wealth to the Ilelish Domain.
- D) is a scheming villain that only feigns honor. His motives are selfish and driven by a hunger for power.

3. The "REAL" STREPHON is ...

- A) an actor. B) a robot. C) a clone. D) a pleasant rumor.
- E) really Strephon! Dulinor shot ...
 - 1) an actor, 2) a robot, 3) a clone.

4. MARGARET ...

- A) is noble in the truest sense, and a great leader. Every effort should be made raise her to the Throne.
- B) is vocally opposed to Lucan and Dulinor as proper Imperial leaders, but is largely non-violent in her resistance.
- C) is a popular alternative, but leadership was forced on her unwillingly. She is but a figurehead in her own movement.

5. NORRIS

- A) The Domain of Deneb will evaporate, assailed by too many threats and problems.
- B) Norris will manage to keep the domain together and operating independently for an indefinite time.
- C) Deneb, under Norris's rule, will become so strong that the Archduke could make a bid for the Iridium Throne.

6. IMPERIUM

- A) The Rebellion has seriously damaged the concept of an Imperium. Human space will remain divided indefinitely, at least 100 years.
- B) The Imperium will gradually reunite in the period of recovery after 1125, during the rebuilding.
- C) The reunification of the Imperium after 1125 will be a swift and dramatic event.

7. If the Imperium reunites, who will it be under? _____

STABLE SIZE of Stellar Empires

by Ed Edwards

The Third Imperium stretches about 200 parsecs from coreward along the Vargr Extents to rimward bordering the Solomani Confederation. At top speed of communication, it takes nearly a year for a message to go one way. This time is actually too long to effectively run an empire or even a business organization. It has evidently exceeded its practical limits. But, what is the maximum size human state that can effectively be maintained by a single organization? This article will try to determine its limits.

The Imperium is in fact a multiple organization. The Archdukes of the domains have considerable latitude while the emperor is a figurehead for the whole group (as well, Strephon is Archduke of the Sylea Domain). Is a four sector domain a governable region? Four sectors are in size 80 parsecs by 60 parsecs. From the center, the farthest point is 50 parsecs away, about 14 weeks using J4 message routes.

The Solomani Sphere consists of all places within 56 parsecs of Terra. This area has been independent and effectively governed for some time. It is the practical limit of size that can be run by a central government. So a domain should be a governable size, but it is the practical maximum.

A military examination is also instructive.

Consider a planetary state with four billion inhabitants. They can field an army of, say, 5% of the populations, or 200,000,000 soldiers. If each inhabitant contributes Cr100 toward a navy each year, and ten years tax is used to build a navy: 4 trillion credits are available. At roughly MCr1 per displacement ton, the navy for such a planet could run four million tons.

To surely defeat that defense, it would require a navy four times the size at the same tech level, which must also be delivered over a distance to attack. Say the attack comes from 4 parsecs away. To deliver 16 Mtons of navy at J4 requires roughly 30 Mtons of actual navy. To defeat the 200 million person army requires 800 million soldiers. If they could be carried at 2 tons each, 1600 Mtons of shipping is required. $1600 \times 30 = 1630$ Mtons of navy and shipping. This costs the attacker over MCr1,630,000. Again if we divide by Cr1000 per person to find the supporting population of such a force, a populations of 1630 billion is required. This is the approximate size of a domain!

Fortunately for planet dwellers, the Reference Concord discourages square kilometer by square kilometer taking of planets. Its common for the ownership of a planet be determined in space alone. To defeat a 4 Mton navy requires 16 millions tons of delivered navy or 30 Mtons of actual navy, which requires 30 billion naval tax payers for the attacker. This is the size of one or two subsectors.

To be capable of military expansion, it is necessary to have a subsector sized state. Sixty-four times the size of a sub-sector is a domain. The largest possible reasonably governed state. (Compare this with planet sized states that can range in population from 40 to 40 billion - a factor of 100 million.) Thus, to be effective, an interstellar state must be in size from a subsector to four sectors: smaller states cannot expand; large states are not stable.

The Third Imperium has ignored this rule for over 800 years: can she afford to do so any longer?

The discussion above overlooked several facts: First, most invasions of a system are not done with such overwhelming force as to assure victory. Second, some planets are divided in loyalty, some on the planet welcoming the invading power, some not. Third, some

states are not humane and nuke worlds into submission. Each of these facts can reduce the cost of the takeover and thus require less of a base to accomplish.

Another argument favors the subsector size state. With typical J4 warships, any place within J4 of the nearest foreign state can be entered. The subsector sized state is the smallest that has at least some planets that cannot be invaded by the first wave - even if the state is surrounded by enemy states.

The strength of the Imperium may well be due to the fact it is composed of a group of subsector size states (duchies).

The figures shown above also illustrate another fact: It is quite impossible for one planet to come to domination of a subsector by military means alone. Until a subsector sized state is established through the free will of many of the planets involved, a subsector sized state cannot exist. Once a subsector sized state is achieved, it might acquire new planets by military conquest.

One exception to the rule seems to be the rise of Terra (-2422 to -2204), but this is only superficial. Solomani histories of this period place emphasis on the Interstellar Wars with the Vilani Empire, when in fact, the main effort of the Solomani during this period was to settle systems never settled by the Vilani.

In addition, the Terrans had an advantage of location. The distance from Vland to Terra, a year at J4, is two years at J2, the maximum jump at the time. The settlements of the Vilani near Terra were far from Vland and were thinly populated. The Vegan settled worlds formed a barrier to Vilani expansion and remained a barrier from -4000 to -2400.

As well, beyond the Vegan settled worlds from Vland is a natural barrier to J2 travel. From Markhashi (Solomani Rim 1529) to Agidda (SR1824) and from Agidda coreward of Terra to Ya (SR1732) rimward of Terra (via 2326, 2530, 2134, 1832) lie barriers to J2 craft. Indeed, the only J2 connection coreward of Terra is via Agidda and Barnard (SR1926) and it was at the latter the Solomani first encountered the Vilani.

But it still remains that Terra settled several subsectors with like-minded populations prior to engaging the brunt of Vilani power.

Concisely worded, the statement: "It is quite impossible for one planet to come to domination of an inhabited subsector by military means alone" is correct and supported by history. The Third Imperium grew from the Sylean Federation, a free-will union of planets, before it began military conquest (the Pacification Campaigns of 76 to 120).

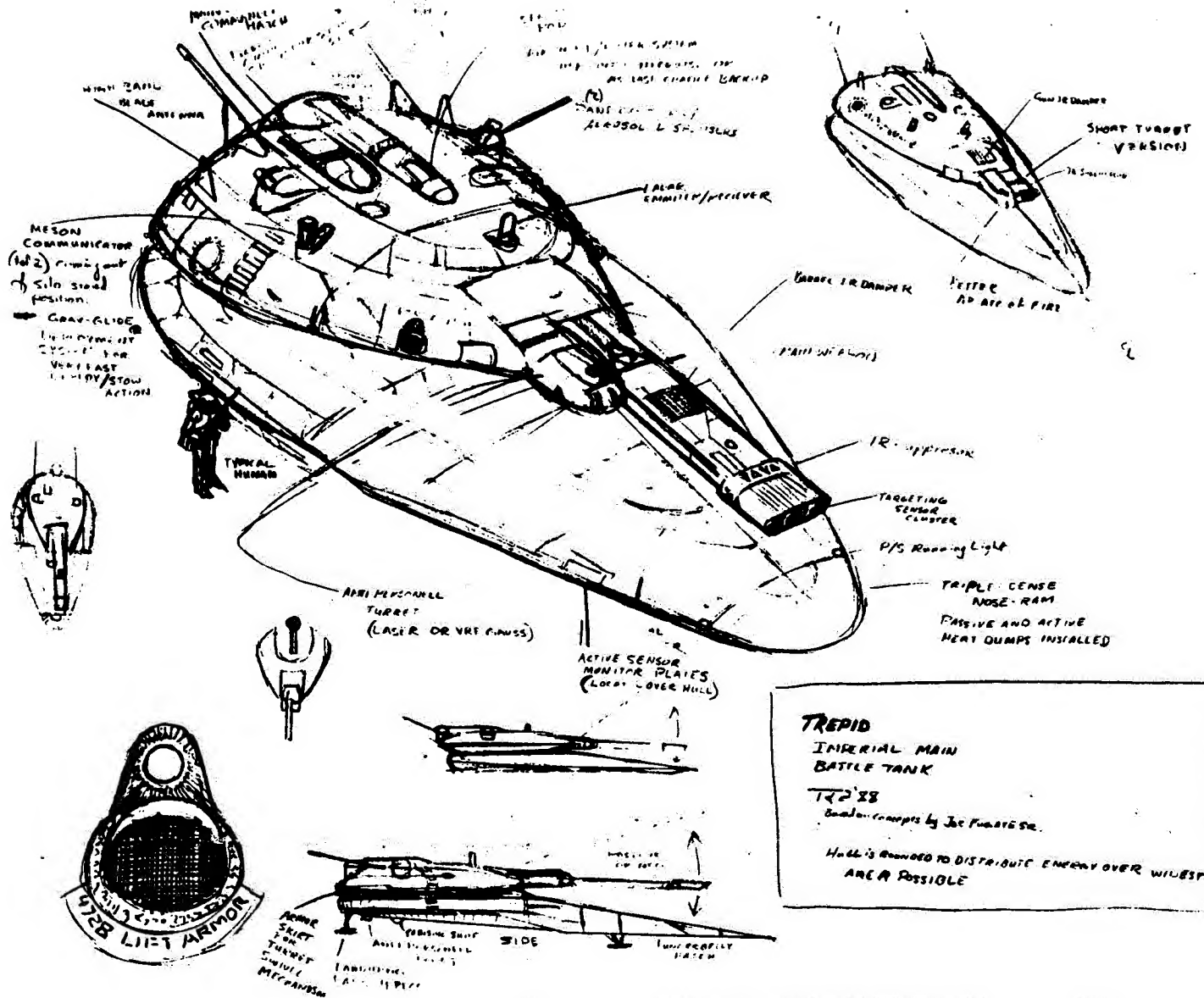
(CHAIRSOPHANT - from p1)

& 5. Maybe the problem is I am unhappy at the TS Editor for rejecting two thirds of my articles? In any case, the solutions do NOT include you ceasing your submissions. A broad spectrum of ideas from a variety of minds is required to make TS and HIWG successful; so keep your cards and letters coming. Rather, several other solutions will be tried.

One solution is to increase the frequency of TIFFANY STAR. Assuming that the \$12 membership fee you paid for HIWG membership lasts through six issues of TS, it will be no problem (for me, it might be a problem for the TS Editor) to release six issues in less than 12 months.

Another solution is to release information on the side. All profits (if any) from sales of this information will be used to further wave the HIWG banner. All material should be ordered from me at my address below.

First is a package of statistics taken from the ATLAS OF THE IMPERIUM (GDW,84), the companion data to ATLAS (unpublished), and TRAVELLER'S DIGEST #10 (GDW,87). This package compares by subsector within each sector





Name: Relliah (ray-leah)
Height: 185 cm. Weight: 81.6 kg. Measurements: 100 cm. - 63.5 cm. - 101.5 cm.
Age: 16 Birthdate: 1-20-5642 Homeworld: Alaooh
Occupation: Starship Engineer
Turn-Ons: Moonlit beaches, zero-gravity love, bubble-showers, electrical tape
Turn-Offs: Nuclear warheads, angry people, having my ship blown up, sweat
Favorite Food: K'kree in half-armor
Favorite Fantasy: To be airbourn on a tractor! (sarcasm) with a company of

REPRINTED FROM "KNOW YOUR ENEMY" Vol 286, #2
BY PERMISSION OF SOLOMANI Milfress

Magnus Abel of BETWEEN WORLDS lost the BW sub list, articles, everything that was on computer (the computer left town on short notice). He is looking for old subscribers. Please send some form of proof so he will feel better. I am sure he would also accept new articles. - EE

Letter on MARGARET
by Jefferson P. Swycaffer

Jeff is HING's Margaret analyst. For those not aware, he is also the author of the ARCHIVE series of novels directly inspired by Traveller. He has four so far with more on the way. Watch for them. - MN

Margaret, seeing the assassination(s), understood enough history to see that an upcoming "Long Night" was a definite possibility. She had a personal and a family fortune, some good will back home, and the "middle management" kind of mentality that is excellent at keeping a troubled economy on track.

(Think of California's Geoge Deukmejian or Massachusset's Michael Dukakis. Gardeners, really. Efficient and able, but boring...)

Margaret, instead of raising great howling war-fleets to go and carry the "true word" of anything to the stars, is firming up the infrastructure.

(On earth, these days, whenever anyone says "infrastructure," he's angling for a public works job. The term refers to sewers and streets: the things that lurk in the background of an economy and culture and which are terribly important, but which nobody considers very romantic. Police and fire services, phone nets, banking, groceries: all are forms of infrastructure.)

Margaret is a transportation fan. Keep the ships moving. Move food from the agricultural worlds to the highly-populated ones, machine parts to the less-industrialized ones, see that universities still teach, and maintain a sense of business as usual.

Yes, military ships are necessary. Someone has to convoy transport fleets through danger spots. But no, warfleets are of no use. Shall they invade, they shall wreck the very worlds they would capture.

(If the Soviet Union were to try to glow Western Europe, they'd fall heir to the still-glowing embers of a very rich land, but the average Russian would be farther than ever from driving an Audi.)

Margaret intends to be a threat to no one, and thus an enemy of no one. She seeks to build an island of stability where the mail still goes through, even though beyond it might be a sea of chaos. Her plan is to show all the others that a healthy, well-managed economy is a greater treasure than the throne of the Imperium. She talks a lot about input-output structures and payoff matrices. Dulinor slew Strephon, but what did he gain? What did the peoples of the Imperium gain? Margaret is going to manage her garden, and show everyone that nurturing a realm is a greater task than conquering it.

Should this strategy work optimally, Margaret will be able to remain neutral in the succession wars, and will quietly re-join the re-unified Imperium (on her own terms) once the dust settles. Yes, she would like to be Empress. She believes she can manage the entire Imperium as well as she can manage her smaller segment of it. Realistically, she understands that her rich little cluster of subsectors would make a very nice dowry.

Should the strategy work slightly less well, Margaret is willing to devote portions of the wealth of her region to hiring or allying with other factions.

(Just as Western Europe has done a fine job of getting the United States to defend it. Why spend the money when there's someone else anxious to do so?)

Should the strategy work even less well, Margaret has the good sense and gardener's cruelty to know how to pare back. Star systems can be quietly abandoned to their fate, and services curtailed, in order to maintain at least the skeleton of civilization. Education must always be the highest of all priorities; transport is next. The mail must go through, and there must be people able to read it when it is received.

Should the strategy turn out to be a flop, at least Margaret can be depended upon to salvage a few worlds, maybe a subsector, and keep it running smoothly. Such a conclave would have a high standard of education and likely a healthy tech level.

(Periclean Athens in a sea of barbarity? Or only an ivory tower? As a worst-case scenario, this is not a terribly bad one.)

Margaret suffers from naivete. She will underutilize such means of intrigue as espionage, or, in fact, even normal reconnaissance and scouting. The enemies' plans and operations are none of her affair. She believes, somewhat lamely, that what she needs to hear will come to her soon enough. Within her own realm, the same applies. Spying? Horrid notion. Instead, carefully search all public records — arrest and conviction statistics, births, deaths, letters written to district nobles in protest, and so on — for trends which ought to be addressed.

Margaret is unquestionably competent when it comes to making an economy grow. She knows how to manage public/private investments, and, most importantly, when to intervene and when to step back and let the markets wiggle. Shake-ups are sometimes good for an economy.

(Ronald Reagan, although urged to intervene and close the stock market during the October 1987 crash, was wise enough to know that that indication of lack of faith would be more devastating than the crash itself.)

Margaret is somewhat nearsighted. She sees the trees, but only in economics can she perceive the forest. Should some essentially irrational event cause a disruption — a religious upheaval, a political schism, a racial or nationalist sweep of unrest — she will be slow and imprecise in reacting.

Margaret is proceeding slowly and diplomatically in nationalizing old Imperium assets. She isn't seizing starports, merely making productive use of them. She isn't kicking Navy or Scout bases off her worlds, merely seeing to it that their loyalties include those worlds.

It's an absorbing job, but someone has to do it.



PHOENIX: 1128
Darrian Re-emergence
by James Robertson

The Darrians are disappointing. Though long thought of as masters of technology, the effective tech level of Darrian itself was only TL-12 in 1108 (see JTAS #14, "Contact: The Darrians"). And yet, there are some 24 worlds in Massilia sector that boast a tech level of 16 (see DIGEST #11, page 25). So, are the Darrians overrated? Not necessarily.

The existence of tech-16 worlds within the Imperium suggests a real world change in attitude by the powers that be. I think GDW will find it appropriate for the Darrians to undergo a renaissance during the Rebellion Era and restore them to a very solid tech-16. Nothing in Alien Module 8 suggests anything that might impede them, so the way seems clear for a speedy return to their former glory.

The ZHODANI and the REBELLION

by Gregg Giles

Gregg is the HIWG Zhodani analyst. This should be no surprise to anyone familiar with his own publication, SECURITY LEAK. - MM

In 1116, the universe shattered in one short second, the efforts of one half of a million days began to fracture, leaving behind only a memory of a once great nation and the fears of countless trillions.

From border to border, intensive naval fleet and planetary engagements erupted. Insurrections and secessions occurred. Sides were taken and crushed. This seemed to be the final battle. The fear arose that humaniti was entering its own genocide - the systematic destruction of all intelligent life in the known universe. Many feared that humaniti and the major races were now following the path of the Ancients.

The belligerency continued.

Yet, billions upon billions of miles from the fighting, there was silence. The typically restless and aggressive Zhodani frontier war serene. Nothing. No rumors. No fighting. No movement. All was unusually still.

Again, doomsayers predicted that the Zhodani were simply waiting for the fall of Archduke Norris to the Aslan and Vargr before making their move. Yet even during the height of the conflicts, the Consulate remained quiet. It made many uneasy. Especially Norris.

However, the Zhodani no longer had a reasonable purpose for fighting the Imperium. Although the Zhodani Consulate and the Imperium have long been opponents, the fighting has always erupted from common fears and paranoia. Historically, the Zhodani have been trying to stop Imperial expansionism into sectors claimed by the Zhodani. No frontier war has ever started for any other purpose. In a collision of giants, it is said that one will have to fall. Such has been the case for nearly a thousand years.

In the case of the Great Rebellion (merely another civil war from the Zhodani point of view), the Zhodani are not only unwilling to tangle with the Imperium again, but are also incapable of handling a full scale engagement with the Imperium. Zhodani forces were drained by the Fifth Frontier War, and came dangerously close to complete annihilation in many systems. After the war, raiding by corsairs and privateers became an enormous problem which the Qlowdiabr (Supreme Council) could not resolve. Many Zhodani settlements fell easy prey, and countless vessels disappeared into the voids of space.

While the major and minor races clash across thousands of light years, the Zhodani have stepped back and begun to heal their wounds. Steps to rebuild the entire Zhodani frontier in the Spinward Marches have started, but proceed slowly. Supplies have been routed from the inner-sectors of the Consulate to help speed the recovery.

The initial Zhodani fear after the war was vulnerability. Upon the signing of the Armistice of 1110, then-Duke Norris controlled the strongest single naval line-fleet in the known universe (and still does). The Zhodani were devastated by the war. If Norris had not also suffered such incredible losses, the Zhodani may have lost all of the Marches and much of Gvurrdon, Foreven, and the Ziafrlians sectors as well.

After five major frontier wars in only 500 years, the Zhodani have had enough. Towards the end of the war, many Zhodani military commanders actually refused to fulfill orders which would have needlessly destroyed their units. Millions were killed in the fighting, and

billions were left homeless and without belongings. Only a handful of full-strength Zhodani fleets guard a thousand Consular worlds against Norris' military machine.

Beyond rebuilding, the Consulate has set forth a plan of reviving and settlement of worlds coreward and rimward. Rumors of an Eighth Core Expedition being planned have crossed into the Domain of Deneb, but have never been confirmed.

Despite their incredible losses in the frontier war, the Zhodani still maintain a strong feeling of national security. Like the Sword Worlders of the Spinward Marches, many Zhodani are beginning to adopt a 'stoic' mentality (especially along the Rimward frontier). Many Zhodani are reluctant to engage in any conflict unless there is a certainty of winning.

Zhodani leadership has also begun to change. The seemingly fanatical military and world leaders of the preceeding dec (at least from an Imperial standpoint) has begun to lose favor of the nobility and general populace. Many notorious leaders who lost face in the course of the war are now being threatened with dismissal and deposition. Several officers have been executed for serious crimes, and countless others for working with the black markets of the post-war Marches.

However down the Zhodani may seem, however defeated their frontier may look, one must remember that behind the shattered rubble and wreckage is a nation which is now larger, stronger, and more stable than the Third Imperium or even the Domain of Deneb. It is said that an animal is most dangerous when it is cornered. Such is true with the Zhodani. As always, they wait for better times.



(CHAIRSOPHANT - from p6)

and by sector within duchies, important places, naval bases, and scout bases. The package (some 30 pages with the explanation) is available from Ed for a mercenary \$3. If you write a nice letter I might give you the subsector stats for one sector (nice letters have SASEs in them).

Another package is the three pages of "Strephon Tau" by Ed. ST reveals the "truth" about the "real" Strephon of Gushemege, the outworld conspiracy that toppled the Third Imperium, the anti-clone wars of Lucan (a twin is a natural clone you know), and much more. ST was too hot to handle for three TRAVELLER fanzines (SLM, TI, and TS) and bears the record of most rejected article in TRAVELLER history. It is now yours for two first class postage stamps (one to mail to you and the other for the photocopy).

In the future, I hope to offer additional material. First is a guide to who is who in HIWG: what the interests of HIWG members are. Second is a set of domain maps. The first, Vland domain, is exhibited within these pages.

Your thoughts on these or any TRAVELLER subject are welcome at the address below.

Ed Edwards
1410 E. Boyd
Norman, OK 73071

HIWG: Working together to enhance the Rebellion!

Last word: The volume of Ed's submissions to TS aren't rejected, only postponed to spread them out. He hasn't so far pulled rank on me to get the stuff published early. For HIWGs interested in pursuing the "real" Strephon question, I encourage you to acquire Ed's "Strephon Tau". - MM

THE SECURITY LEAK FANZINE

Discover the SECURITY LEAK fanzine - this incredible new fanzine is packed with completely original mercenary tickets, illustrated starship floorplans, new characters, unique weapons never seen before, medical equipment and pharmaceuticals, and also special articles that detail the rapidly developing experience of espionage in Traveller, official news and occurrences about the ever changing universe which dozens of races call home, articles about unlimited topics ranging from Zhodani starports to Solomani worlds, and even unrest within the upper circles of the mighty Third Imperium.

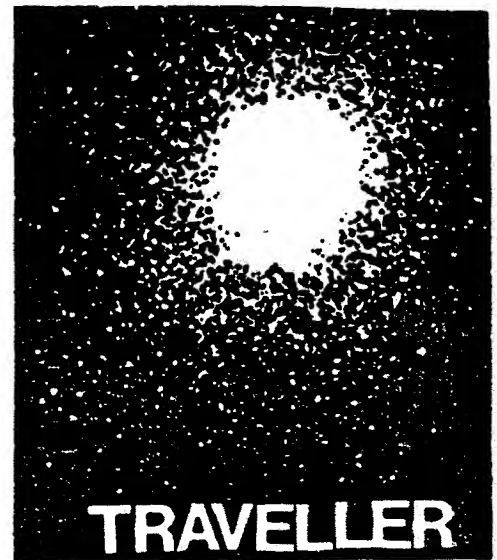
The SECURITY LEAK fanzine is perfect for both experienced and beginning players, and it also presents both the players and the referee with ideas and equipment which can be easily integrated into any campaign.

The SECURITY LEAK fanzine is filled with artwork, worlds, characters, and even adventure stories from many of the well-known Traveller authors and writers. So give in - come visit our universe!

The Security Leak Fanzine: Illustrated. Quarterly. 20 pages per issue. 8½"x11" format. Rates: (US, Canada, FPO & APO) \$10 per year, \$2.75 single/back copies. All other addresses must follow the following rates: \$12 per year, \$3.25 single/back issues.

Need news from the world? Subscribe to the SECURITY LEAK NEWSLETTER. Every issue has official Traveller news, booklet releases, Traveller software and data-base information, and so much more. The Security Leak Newsletter: Quarterly. 4 pages. 8½"x11" format. Rates: (US, Canada, APO & FPO) \$4 per year, \$1.25 single. Foreign: \$7 per year, \$2 single.

Make all checks and money orders to: GREGG GILES, 4200 Park Place, Tyler, Texas 75703.



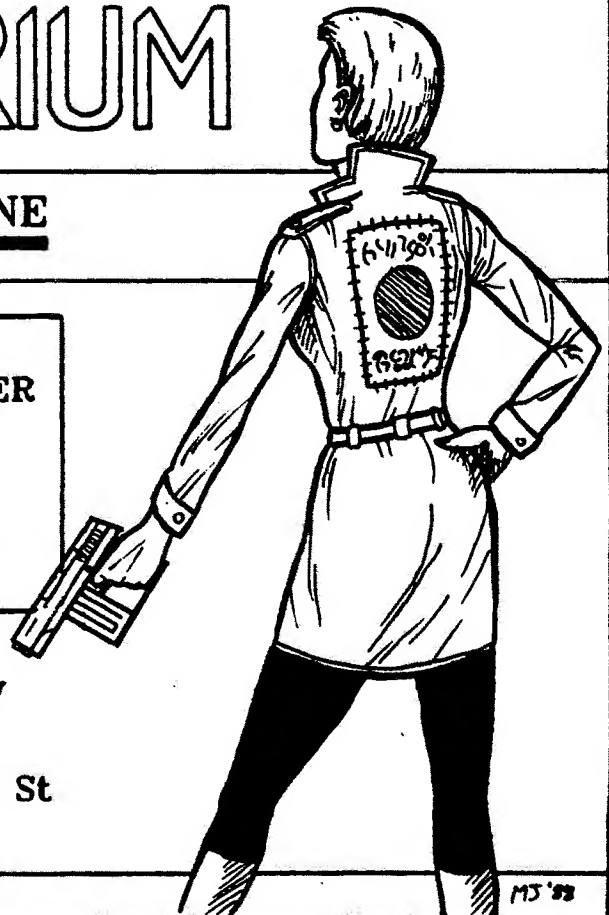
THIRD IMPERIUM

THE CANADIAN TRAVELLER MAGAZINE

Published quarterly, each 20 page, 8.5"x 11" issue is packed with TRAVELLER excitement! Regular features include new equipment, blueprints, starship deckplans, a subsector, and a complete adventure in every issue!

\$2.50 single copy, \$9.00 1 year subscription (CANADA); \$2.00 single copy \$7.50 1 year subscription (U.S.)

Send to: Mike Jackson, #512-4676 Yew St
Vancouver, B.C., CANADA V6L 2J6





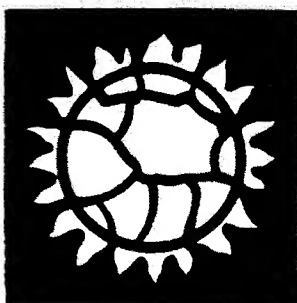
TIFFANY STAR

Michael R. Mikesh - editor
3124 75th Avenue, #3
Landover, Maryland
USA 20785-1920

FIRST CLASS
address correction requested

FIRST CLASS

TO:



Background for Continuing Adventures in the Imperia